War ends! Activision releases 62 POWs!

It was still the worst of times, it was still the best of times — it was what still the computer games industry. It was Activision liberating 62 POWs (Prisoners of Workstations) in the biggest single "downsizing" in the company's history. The entire staff totaled 106 before the Magic Axe fell, so more than half the company is out there bumping into former CinemaWare and Microprose employees in the unemployment lines and resume factories of this great land we like to call America.

No Leather Goddesses II?

Unlike those companies, Activision blames weak sales for the cutbacks. While they have Steve Meretzky's sequel to *Leather Goddesses of Phobos* in the can, there is no idea if it will be released. Videogames, computer games — it's up in the air as to which direction the newly reorganized company will take.

What apparently happened was that three individuals, corporately called BHK, bought up 25% of Mediagenic's stock and worked out a deal of sorts with the board of directors. Mediagenic is under new management, with former CEO and president Bruce Davis working in the mail room (only kidding, Bruce!). Davis was actually shifted to vice chairman, with some newcomer occupying his previous office.

When asked about the situation, a Mediagenic public relations-type person knew so little that he could only offer to read a story from a San Francisco newspaper about it. Subsequent calls to the company were not returned.

Might & Magic III: Isles of Terra

Jon van Caneghem is cloistered away sketching the final maps for the third installment in the saga of *Might & Magic*, set on the world of Terra and scheduled to ship on this world by the end of May. The MSDOS version will support VGA and EGA, but no CGA. A hard disk will be required.

This one will feature digitized speech, supporting the Sound Blaster, Tandy DAC, and maybe the new Ad-Lib and even the PC speaker. A new artist, Lewis Johnson (previously with CinemaWare and others), promises refreshing graphics and special effects. The emphasis in designing this sequel has been on making it easy to play without first reading an encyclopedia-sized manual, and there will be an introductory mini-quest in which you can't even get killed.
New World is releasing a science fiction RPG, *Planet's Edge*, about the same time.

Space Quest XII !

Sierra shipped *Space Quest IV*, which utilizes time travel to incorporate parts of every installment from I to XII, in mid-March. There are two VGA versions: one with high-density 3.5" disks, the other with high-density 5.25" disks. EGA was set to ship this month, but no word on formats. (Sierra, by the way, is one of the few game companies that is hiring instead of firing these days, with over 350 employees.)

More new quests

MicroProse just released *Lightspeed*, a space adventure by Sid Meier. SSI did a nice-looking ST version of *Curse of the Azure Bonds*, and their C-64 version of *DragonStrike* is circling over Eldritch Towers at this very moment. The Amiga *King's Bounty* shipped from New World Computing. The Mac *Bounty* may be their final Macintosh product, and there will definitely be no more Apple II or GS games.

More from Mindcraft

Mindcraft says the IGS, or Interlocking Game System, from Omnitrend is approaching realization with the release of the new Amiga version of *Breach II*. Once *Rules of Engagement*, takes off this spring, you'll be able to move from one game world to the other and play them as one huge game. More IGS titles are planned for IBM, Amiga and ST.

Les for Amiga

Accolade's Amiga version of *Les Manley: Search for the King* should be out by now, with *Altered Destiny* soon afterwards. They say it took longer than projected, in order to Amigatize the games, which will require a full megabyte of RAM.

Sierra kills multi-media

board. Aimed at seeding the market for CD-ROM games, the multi-media board Sierra announced last year has been indefinitely suspended. Sierra President Ken Williams says "...the industry lacks clear standards necessary" to make it a reality, and that "...the technology is still in its infancy and changing all too rapidly."

QB editor nominated

Shay Addams, illustrious editor of *QB* and "real software reviewer," was recently nominated for the "Best Software Reviewer of the Year Award" by the Software Publishers Association. He immediately shaved his head and asked Sinead O'Connor to attend the ceremonies in his place.

Shay Addams'
Adventure Road™

While stumbling down Adventure Road last night in search of a topic for this month's column, I chanced upon a Dwarf who told me he'd just been fired from his job in one of last year's top role-playing games. The industry must really be hurting, I surmised, when they start firing non-player characters!

Evil Wizards and dragons probably won't have to worry, but the way things are going, any Orcs or Kobolds reading this column should definitely start looking for something to fall back on if things don't improve soon.

This is not a rumor: Bob Bates, who heads up Legend Software, says an **Amiga Spellcasting 101** is definitely **not planned** for this year. 1992 is the soonest it will appear, but don't even bet on that. Meanwhile, the sequel, **Spellcasting 201: The Sorcerer's Appliance**, is set for early fall for IBM. (Word at Activision — before they wasted the staff — was that Meretzky's sequel to *Leather Goddesses* might be released for CD-ROM, along the lines of *Manhole*.) Bates' own **TimeQuest** should be out in May.

Neither is this: Dave Koch, whose work in the field of questing goes back to **Bard's Tale I** at EA, is now at Walt Disney Software. Disney hasn't done any serious role-playing games yet, but it's now a good bet.

But these *are* rumors: I've heard talk of *D & D* creator **Gary Gygax designing a computer RPG** called Double Dimensions (DD, get it?), but no company I've asked will admit it. Another rumor making the rounds, one that sounds likely, concerns the FASA licenses for *Battletech*, which Activision is reportedly considering selling.

Brian Fargo denies rumors that Interplay plans to buy Electronic Arts. But he admits offering to exchange Ken St. Andre for American and British hostages in the early days of the war with Iraq.

Wizardry takes a walk?
In a related rumor, Sir-Tech says they are **definitely not pulling the first four Wizardry games off the shelf.** The next *Bane of the Cosmic Forge* is scheduled for the fall. With a rural setting, its working title is *Barn of the Cosmic Forge*. Sir-Tech's Lori Sears is designing a different RPG for the company, basing it on a magazine whose name she refuses to reveal.

Sir-Tech is crossing into new territory by publishing a clue book with maps for a *Wizardry*. The *Bane* clue book costs $5, plus $1.50 shipping. They even have a *Bane* poster for $6, shipping included. Ye toll-free number: 800-447-1230

Quest for Bugs IV: About the button situation on the map of the *Bad Blood* solution, C. F. Shaffer, who wrote it, says button 19 is at the "jog of the


Almost time for TimeQuest

northeast side, just north of door or switch 10, located to the east and north of button 18. It should make no difference, as you must press this button to reopen switch 1-A; otherwise, you could not proceed with the game." There, this should finally settle that raging controversy.

No flight simulators allowed!
Several people have suggested we start covering games like *Wing Commander*. Though mainly a flight simulator, it has different paths to travel through the game and people to talk to along the way. And I was on the verge of scheduling a brief look at *Wing Commander*, until I spent a few nights in space.

Despite its popularity, despite the amazing graphics and sound effects, it is **just a shoot-'em-up-in-space game** in which the skills necessary for victory are vastly different from those required for completing a quest. (Then again, there is always the possibility of publishing "SimulationBusters.")

Renewals: if you want to be sure you don't miss a single issue, check the mailing label on this one and renew if yours will expire soon. Special thanks to Wayne Thorm for his recent three-year renewal.
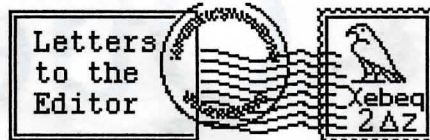
Dear QuestBusters:
I just finished the review of *Spellcasting 101* and was extremely offended at the last comment: "Go out and SKONN your favorite girl." (Skonn is a spell that increases bust size.) Apparently you overlooked this when editing the review. By reviewing games like this and making gross jokes about it, you condone the notion that sexism is ok. All the sexism on TV is bad enough, but when it sleazes its way into my computer, that's the last straw. Why do programmers feel the need to use women in this way? From what I read, the game doesn't rely as heavily on sex and nudity as the box cover leads you to believe. Please include a note of apology to women subscribers.
Julie Freeman

I agree with your comments about sexism in games, as well as in the rest of the media and, indeed, the world — and have always tried to vanquish it from these pages. The unorthodox use of the word "skonn," however, in the review's final sentence, led to this oversight, and I do indeed apologize for falling asleep at the word processor. But please note that Meretzky's use of the skonn spell was actually satirizing the typical sexist mindset, using it as a pun. The box cover, of course, is the kind of deplorable marketing we've consistently criticized in the past.

QuestBusters™
The Adventurers' Journal

Best Quest of ye Month: King's Quest V

Y es, friends and neighbors, you can't keep a good man down...or should that be woman? I suppose it depends on whether you're talking about King Graham, of questing fame, or Roberta Williams, his creator.

Regardless of whom you had in mind, both of them are at it again. After recovering from his illness (as recounted in *King's Quest IV*), Graham is back on the highway to fame and fortune...or maybe it's just a dirt road that surrounds Daventry.

Whatever. As he takes his morning stroll, he comes to a beautiful valley. It looks very much like the glen that nestles his own Castle Daventry, except that there is no building to mar the view. As he admires the landscape, it begins to sink in that there is only one such glade in the entire land, and that *his castle is missing!*

Yes, we have no Manannan

As Graham stands, stupefied by the

Type: Animated Adventure
Systems: MSDOS (640K & 286 or 386 required, with at least two floppy drives; hard disk recommended; Ad-Lib, Roland, Sound Blaster, Game Blaster, mouse/joystick optional; separate EGA & VGA versions, next page for details
Planned conversions: Amiga

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fact that his palace, indeed, that his entire family is missing, he is approached by an owl. Not just an ordinary owl, but a local wizard's familiar. It seems Cedric happened to be flying by when he spotted Mordrack, an evil wizard (not *another* one!), casting a powerful spell on Graham's stronghold and all its contents.

Neither Cedric nor Graham has any idea why such an anti-social individual would seek out and lay

ruin to the fortress at Daventry. Confidentially, I think the fact that Mordrack is Manannan's brother (you remember him: short guy with black fur and whiskers, enjoys fish and Purina products) might have something to do with it.

The Wizard of ZZZzzzZZZzzzs

Mordrack really misses the late night discussions on necromancy he used to have with Manannan. Ever since Graham's son cast a "shape change" spell on him, he just wants to chase mice and lie around grooming himself.

While Cedric is more than happy to lead Graham to Crispin the wizard (Cedric's master), Crispin is on the aged side and looks a bit tired and haggard. So Graham must once again don his adventurer's cap, take up Crispin's fizzling magic wand, and spend the next several hours...days...weeks trying to locate and save his family. It seems fairly certain that this will be the adventure of his life!

Changing of the 3-D guard

King's Quest V actually marks the end of an era. The 3-D adventure series evolved from the original adventure program. Many of us have spent quite a bit of time exploring that old Colossal Cave Don Woods and Willie Crowther gave to computer gamers around the worlds. But gamers have always wanted more, and this game is Sierra's latest attempt to widen the computer game horizon. It is both more and less than the earlier *King's Quest* games

Most notably missing is the word parser. Many people will cheer with joy at not having to spend twenty minutes typing GET BROOM, GET HANDLE, etc., only to end up calling the hint line to find out that GET STICK was what they really wanted.

Still others may claim that the lack of a parser stifles the resourcefulness

of the player. It is still far too soon to tell which camp is right, but for better or worse, the change has been made. Rumor has it that Sierra will not be producing many more, if any, adventures that depend on the old style word parser. For what it's worth, I was very disappointed when I

256-color graphics unveil the land of Daventry in greater detail than ever

learned of the removal of that last bit of text interaction, but I became less disillusioned as I played.

Yukon the Icon

What takes the place of the parser? Well, computers seem to be moving inexorably towards the Graphical User Interface, or GUI. So, you guessed it, *King's Quest V* makes use of graphic icons where you would normally use words.

A total of eleven icons form a band at the top of the screen. Normally this band is invisible, but when you press the ESC key or the right joystick button, or when you simply move your mouse pointer to the top of the screen, the icon band becomes visible, allowing you to make a selection.

Once the icon bar is visible, you can toggle through your choices by using the arrows. Your selection is made by pressing the enter key, or the left button on the mouse/joystick. Pressing the 5 key, or the right button on the joystick/mouse, will cause your cursor to cycle through the four or five most likely choices of action without calling up the icon bar.

The available choices are Walk, Information, Inventory, Look, Travel, Controls, Stop, Action, Item, Save/Restore, and Talk. The Walk icon works in a similar manner to the previous 3-D adventures. You press

By Stephen King

an arrow key to move Graham in your chosen direction, and press it again to stop him.

The difference in using Travel is subtle but important. It causes a "man walking" symbol to appear on the screen, which you move to the place you want Graham to go. He will then negotiate all the hazards himself. One of the main pitfalls in Sierra adventures has been getting the central character in and out of tight places. The travel icon solves that handily, and just in time, for there are lots of tight places in this game.

The eyes have it

If you want to look at something in the picture, just select the eye symbol and point it at the object. If you want to manipulate something, use the hand symbol. The Item icon will be represented by an empty square until you have actually selected something from your inventory, then the item will appear in that square and remain until you've selected a new item.

You may be wondering how you can examine your inventory items, since the eye and purse symbols seem mutually exclusive. Just select the inventory icon, then cycle your cursor to the eye by pressing the 5 key on the keypad, or the right button on the mouse/joystick.

You talkin' to me?

Up to this point operations are really not much different than in previous games. It's just as easy to call up the eye or hand symbols and point as it is to say LOOK ROCK, THROW ROCK. As a matter of fact, it's even easier.

Probably the most fundamental change is the talk icon. No longer must you fumble through ten different ways of saying the same thing. Now you simply select the talk symbol and point it at the person with whom you wish to speak. If he has anything appropriate to say at the time, he will.

This will probably cause more controversy than anything else about the new system. While it does keep you from stumbling over words that the programmers never thought of,

you don't get that grand feeling of satisfaction from using your imagination to figure out what you need to ask or tell the character, based on clues from the game.

The future beckons

Another major change is the dropping of the "Least Common Denominator." Until now, most games, including almost all Sierra titles have been held back by the increasing number of obsolete video standards. With *King's Quest V*, Sierra has finally decided that most everyone who is serious about playing new games on a computer has upgraded to at least one of the 16-color boards. For that reason, CGA and Hercules monochrome are no longer supported.

There are two major versions of this game. One for VGA-only, and another that works with Tandy, EGA, and 16-color VGA. The EGA version comes on nine of the 720K 3.5" disks. It takes about 5.3 megabytes of hard disk space, and requires at least two floppy drives. This version of *King's Quest V* has some of the best 16-color graphics I've seen.

But the version that really shines is the one that supports the full 256-color palette of VGA. This variant comes only on the high density 1.2 or 1.44 meg floppies. Only one format is included in the box, because even though the box is twice the normal size, it is too small to hold both disk types.

Future games will reportedly drop the floppy play format altogether in favor of the more sensible hard drive installation. In fact, this game is not even available with the older 5.25" 360K standard.

In Living Color!

The 256-color VGA version eats up a whopping 9.5 megabytes of your hard drive, but it is a wonder to behold. Most of the larger game-producing companies have been bringing out games with 256-color VGA for the last six months to a year. Sierra, usually a ground breaker, has been a bit slow to switch to the

greater palette, largely because of the logistics involved in distributing such a large game.

This game is certainly no disappointment in the graphics department. Professional artists were hired to create each page of the fantasy background. The quality of the artwork is far better than anything else I've seen in a computer game. Likewise, a full range of sound enhancement boards are supported. Everything from the internal PC speaker that so many still have up to the majestic sounds of the Roland MT-32 and the newly emerging Sound Blaster.

Once Upon A Time

I have been keeping my ear to the ground, and one of the complaints I've heard is that the graphics and sound in this game were developed at the expense of the story and puzzles. There may be a bit of fairness to that. The central theme is a strong one, but traveling from point A to B feels a bit disjointed. There are lots of lesser goals that don't seem to meld very well with the complete picture.

It doesn't quite have the emotional impact of Rosella's adventure in *King's Quest IV*, but I can't quite put my finger on why. It could be that the newly created icon format just needs a bit of time to be more fully developed. One thing is certain, though. Even the flaws don't weigh this one down too much. It is still a masterpiece of audio visual technology.

Conclusions: I liked *Absence Makes The Heart Go Yonder*! It was nice to have Graham back after his two game hiatus in the series. The graphics were stunning, the music and sound effects were excellent, and weak or not, the story were still satisfying enough to keep me entertained.

Skill Level: Beginner to Intermediate
Protection: Keyword
Price: $49.95, EGA; $59.95, VGA
Company: Sierra

The Prognosticator

I mentioned last issue that *PC Magazine* seemed hell-bent on making you aware of the Sound Source from Walt Disney Computer Software. I also said I'd let you know what happened when I finally received my review unit. Well, after taking a long hard look and listen, I can only conclude that *PC Magazine* is either handing out drugs to some of its staff, or that something strange is going on "behind closed doors."

The Sound Source is a small plastic beige-colored box that contains a single speaker, a volume knob and a headphone jack. You use it by plugging it into your parallel port. If you were already using that port for your printer, then you could just plug the printer into the other end of the Sound Source plug. If you do this, you will need to have your printer turned on and on-line for the Sound Source to work (though I could not get it to work with my laser printer, no matter what I tried, so I just went without the printer for awhile).

The digitized samples were fine, but not equal to those possible on a Sound Blaster, Ad-Lib or Roland. Also, since the Sound Source is not a music generator, all music must be recorded and then played back. The intro music for the Disney product I tested sounded like most of the poor recordings I've come across. It was laced with lots of static, and the clarity was far off the mark.

I contacted Gus Venditto, who wrote some of the overly positive comments about the Sound Source, and asked him a few questions. First I asked him what facts he had that would possess him to say that "the Sound Source is *well* on its way to becoming the standard." He told me he didn't have *any* facts, and that was just his opinion. Thanks Gus. Next time you print an opinion, would you please word it as such, so that we don't take it as fact?

I also asked him why he liked the thing so much, and his response was based most heavily on the $40 price tag. As I have stated before, most of you have already shown that a low

price isn't enough to warrant your purchases. All you need to do is remember how badly the Game Blaster failed.

I'm truly sorry to waste so much of your time with something like this. It just bothers me that the most popular computer magazine available (excepting *QuestBusters* of course) would sucker punch their readers with such hype and have no facts whatsoever on which to base their position. For John Dvorak to call the Sound Source "the product of the year" for 1991 in the first weeks of the year is simply ridiculous.

Needless to say, I suggest you wait quite some time before rushing out to buy the Sound Source. Disney will, no doubt, be forced to support Ad-Lib and Sound Blaster, based on the sheer number of cards out there, and this final comment *is* based on fact.

Strategic blunder

We blew it. *Eye of the Beholder* shipped with one major flaw that we (as beta testers) should have caught. If you have an XT-clone *and* an EGA card, call SSI to find out how to get the new fixed version. All other combinations work perfectly, and you're really missing out if you don't pick this one up. Sorry SSI, we owe you one. Guess that shows even the "experts" aren't perfect.

Speaking of SSI, I said I'd let you know how *Death Knights of Krynn* was coming along. By the time you read this, *Death Knights* will already be on the shelves. There are a few questions about this game that need to be addressed. First, the game stops at EGA graphics, and the sound support is no better than any of the previous gold box titles.

Also, the game is somewhat of a step backwards from *Buck Rogers*, and except for leadership abilities, doesn't add very much to the *Silver Blades* interface. That interface is still one of the least buggy interfaces you will find however, and the storyline keeps the action interesting and fun.

I'll be back

Bethesda Softworks is working on *Terminator*, which looks and sounds like a winner. The graphics are top-

notch, and the sound is coming along well. You will be able to play either the part of Reese or the Terminator and travel around in a miniature version of Los Angeles. The game isn't tied completely to the movie, so you can do some great things, such as fly planes and the like, that never happened in the original story.

I'll be curious to see what the finished product looks like, since the current version has some very graphic death scenes that are also highly entertaining. Bethesda even digitized parts of the movie right off the laser disc and spread them throughout the game. Expect this game to be released at the same time the movie *Terminator II* hits the box office, around July.

A sports game in QuestBusters?

M.U.D.S. (Mean, Ugly, Dirty, Sports) will be coming out soon from Rainbow Arts (Electronic Zoo). While it is based loosely on football (and I do mean loosely), the major emphasis is on building the perfect team of low-life convicts from around the galaxy and moving them around the planet to play increasingly more difficult teams. The action is smooth and hilarious. You actually run around trying to stuff a Flonk (a baby Pterodactyl) into a pot that is surrounded by a moat filled with interesting wildlife of its own. Believe me, this is an adventure.

By Rich Heimlich

Rich Heimlich is President of TCSC, Inc., a quality assurance testing firm specializing in entertainment software.

Legend of Faerghail: sprechen ze quest?

F rom Germany's ReLINE Software, this quest is very much like *Bard's Tale*. It's as good as many RPGs produced here, and I'm glad to see that Europe can produce something besides good arcade games.
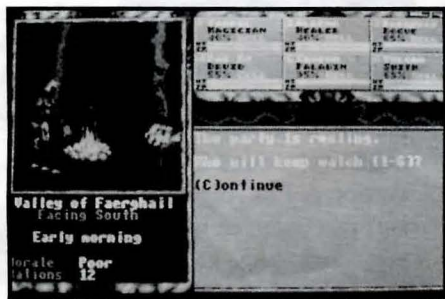
Faerghail on the Amiga

Faerghail is fun to play, with lots of places to explore and puzzles to solve. The ST and Amiga graphics and sound are markedly better than what you get with the IBM's 16-bit graphics and internal speaker.

But graphics are not always what makes up a good role-playing game. Puzzles, exploration and a good plot can often make up for eight-bit fuzzy graphics and tinny sound. Rejoice IBMers, the game is good enough to overcome the graphics and sound.

The plot Thyns out

The story line begins in the town of thin, errr...Thyn, and the information given to our adventurers is only a little hint to their monumental task. *Faerghail* provides for a total of six adventurers and often requires you to travel with five, so you can pick up a hitch hiking non-player character or two.

The Duke of Thyn has given you the task of journeying to the Duke of Clydane in a neighboring province to recruit his assistance in quelling an uprising of local elves who have made a pact to sell their souls to an evil dragon. This plot is all you will get out of the citizens of Thyn about your mission. Not even a local tavern keeper will share a rumor or two with you over a pint of ale or mug of stout.

Real characters

Characters come from six races, twelve professions and two sexes. They will grow in experience, hit points, spell points and armor class, and develop six attributes, twelve skills, eight languages, 291 spells. You may wish to select all available character classes and some reserve characters, and keep them in the character roster in the Inns. Many can be used to store gold until the need for them arises.

As time goes on, you will seek out the neighboring city of Clydane — with or without the unwanted help of the superman and minor godling Siegurd. Until you recruit him into your party, Siegurd will make a nuisance out of himself by knocking down trees and destroying the landscape until you accept his offer.

Siegurd the Greedy

Then the greedy Siegurd will hog all the experience points to be gained from combat and will decide life and death issues for your party. If you have the guts, remove him to the roster of an Inn and leave him there for a rainy day. Perhaps he will be helpful later in killing the evil dragon or some other mega monster.

The Duke of Clydane will dispatch the troops to help stop the thinning out of Thyn. He suggests that you journey south to the Sagacita monastery to get information about the peculiar behavior of the elves. You quickly find out that his help will not stop the threat to Thyn and that the Inns in Clydane are just as dry as all the Inns of the lands.

You are now committed to making an exhaustive search of the eight dungeons, with over 1,200 rooms spread across 27 maps that are 20 squares by 30 squares. After searching Sagacita monastery, the vampire's castle, the elves pyramid, the lizard temple and the dwarven mine, and reaching sufficiently high character levels, you will be able to amass all the artifacts necessary, solve all the riddles, avoid all the traps and kill the evil dragon who has seduced the peaceful elves into their evil ways.

Saving interface

The towns of Thyn and Clydane have an Inn where you can stay and buy a maximum of fourteen days food, which is just about enough to get you into any dungeon far enough to starve. (I will not say it!) Each town also has a temple that will raise the dead for 300 gold pieces and one point of constitution.

I cannot recommend the temple. If one of your people is foolish enough to die, reboot the game and start over. The five save games will make rebooting a difficult task of game save management, but it is highly recommended.

Towns also contain emporia that double as a safe deposit box. Not only does the proprietor repair, buy and sell armor, weapons and artifacts, but he also stores items sold to him. This allows you to sell off some of your inventory and store it until it is useful

Type: Role-playing
Systems: Amiga (512K), MSDOS (512K; CGA, 16-color EGA, Tandy; mouse and keyboard interface; hard disk recommended), Atari ST with 512K (color) and 1 MB (monochrome)
Planned conversions: none

later. In order to repair a magic item, you must sell it to the emporia and buy back the repaired item later, or recruit a party blacksmith and get him to repair the item for free.

Also in towns are found the only training grounds, the Grand Board of Trades. The resident training ground masters will allow you to go up levels and teach you spells and languages, if you have the required gold and experience.

By Alfred C. Giovetti

There is one bank per town, and they are just as unreliable as those in the real world. More often than not, the Faerghail Bank and Trust will fail, leaving the unwary depositor without funds. Banks, apparently run by Keating the Kobold and not protected by FDIC, seem to fail when you have large sums of 25,000 gold or more on deposit. Keep some cash stashed with characters in the Inn roster, rather than investing heavily in the bank.

However, the bank conveniently uses a debit system, so you don't have to carry around all that heavy gold. Just place it on deposit, and when you buy something anywhere in the land, the price is automatically deducted from your account.

Level Seven of ye Dwarven Mines, vital for completing ye quest
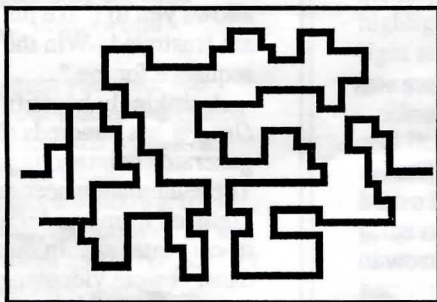
Hot squares

Legend is basically a "hot square" game. Messages and special events are linked to squares, and you get the same message or encounter each time you step on one. When you leave a structure all levels reset to their original condition, with all the treasures returned to their locations.

The game randomizes certain treasures and amounts of gold within limits, but the important essential artifacts are always found in the same locations upon returning to the dungeons. You can repeatedly sell these artifacts to the town emporia and they will be stored indefinitely for you.

There are over 663 messages, about ten kinds of keys, a very great variety of artifacts with specific uses, over eighteen word riddles with clues and solutions, and more than 80 types of intelligent enemies. The dungeons and the plot are quite detailed and

eventually yield up an interesting story.

Further aggravating the small amount of food given out in the taverns is the prevalence of thieves in the areas outside of towns. To avoid being robbed into starvation, you must save your game before you sleep. Go too deep inside a dungeon without food, and you will soon die. Rebooting is easier than dying.

Faerghail combat

Combat is imbalanced from the start. Initially, it's too hard. Characters are represented on a tactical display which shows them in a straight line. There are four ranks, indicating the proximity of your six characters to the enemy. There's no way to move your weaker, less armored characters behind the stronger characters wearing superior armor.

The character in first position attacks first, and combat proceeds in round. Combat results in damage to weapons and armor as well as to characters and opponents. At the end of each round, a table shows the results.

"Quick combat" may be selected from the combat menus, but you can't use magic, only melee and missile combat. Experience is awarded for damage to the opponent, not just for the killing blow. Experience is not limited to combat, and can be earned through exploration, used of spells and skills. This make the game's system of awarding experience far superior to those in other games.

Graphics sound great

While the ST and Amiga versions have stunning, colorful graphics, the IBM version uses 16-color EGA graphics that are less than state of the art. Graphics are varied and interesting, with a multitude of wall details that change from dungeon to dungeon and are anything but monotonous. The end result is a very pleasant game to play. There is simplistic animation during combat, but that's it.

The sound effects and musical score on the ST and Amiga are also quite good, but the IBM version is limited to the PC speaker and three-voice Tandy sound. Sound effects on the Amiga and the ST are really first-rate. Characters grunt and curse as the digitized sound patterns are converted to produce the corresponding sound effects.

Magical Mystery Tour

There are 291 spells and six spellcasting professions. Spells range from wimpy first level spells all the way up to spells of the 20th level, such as earthquake, which a priest can use to kill all of the opponents regardless of strength and level. Each spell is unique in its powers, effects and resolution. Experience with the spells and spell casters is hard won, as only the healer and cleric advance fast enough to give the adventurer use of the full spectrum of spells before the game is won.

Endgame panic

The back of the German manual of Legend contains a map of the only safe passage through the seventh and deepest level of the dwarven mine. The seventh level contains many of the artifacts essential to success. But the USA version does not contain a copy of the map in any form. A rough copy of it is found on this very page. **Conclusions:** *Legend of Faerghail* is a good solid and well thought-out role-playing game. The sound effects, graphics and animation in the Atari ST and Amiga versions are top notch, and the plot and expansive scope of this quest will give you many hours of satisfying exploration and enjoyment. I rate the game as good to excellent for average difficulty, worth the money.

Skill Level: Novice to Intermediate
Protection: none
Price: $49.95 MSDOS; $39.95, others
Company: reLINE Software/Electronic Zoo

Rise of the Dragon: How're ya fixed for Blade?

Dragon takes place in the Los Angeles of 2053, when pollution, crime and drug abuse have consumed the city. [Actually, it sounds like contemporary L.A.] Designer Jeff Tunnel successfully made the dark "Cyberpunk untouchables" feel, reminiscent of William Gibson's novels, a tangible part of *Dragon*. Unlike in *Neuromancer* and other recent cyberpunk games, though, cybernetic implants don't play a central role.

The main character of Dragon is William 'Blade' Hunter, a Private Investigator and ex-cop resembling the Harrison Ford's character in the film *Blade Runner*. Blade is an unorthodox results-oriented cop who is shunned and fired in times of peace, but recruited and courted in times of dire need.

Type: Animated adventure
Systems: MSDOS (570K of free RAM required; 256-color VGA; Ad-Lib, Roland, Sound Blaster; joystick, mouse, and keyboard interface; hard disk recommended, high density 3.5" or 5.25").
Planned conversions: Amiga (spring)

The plot finds our hero reluctantly hired to solve the murder of a woman whose father, the mayor, fired him from the police force. She's one of many victims of a new designer drug that causes mutations and death. Clues lead you to the pleasure dome and Jake, a friend of the mayor's daughter.

You must use your wits, not fists or guns, in most encounters. Among other things, you need to tap phones, blow up factories, rescue your girlfriend (and your relationship with her), and try to stay alive.

Obscure hints must be deciphered, and you should take copious notes on conversations and encounters. Pick up everything you find and be innovative.

The characters were endowed with personality and intelligence. Their reactions are based on a history of interaction with your character, and they may become friends or enemies based upon the way you treat them. Many events are interactive, and their occurrence hinges on your actions.

Dragon informs you of events with cinematic cutaways, or "Meanwhile" cut scenes, that interrupt the action. While entertaining, they can be monotonous on the third or fourth dozen viewings – and cannot be bypassed.

Smart cursor

A "smart cursor" mouse interface was employed. The shape of the cursor changes to reflect the status and interactive potential of any object on the screen. When you move it over a door, the cursor might turn into an exit sign (with or without an arrow to push elevator buttons). Other possibilities include a conversation bubble to talk with characters, a magnifying glass to give a closer view of certain locations, and a gun sight to aim a variety of weapons.

The virtually infinite graphic inventory gives a "what you see is what you have" sensation to the game. A description of items is available. The main inventory allows you to equip and dress the main character. The quick inventory is used to quickly use items from your pocket in various game situations, and you can use the quick inventory to give a character an item from inventory.

Hot keys and a VCR menu

Hot keys are simultaneously active with the joystick and mouse interfaces. Nineteen hot keys control eighteen important game functions, from joystick calibration, restart and quit, to pick up, drop, operate, inventories and VCR menu. The VCR menu lets you game controls, options, calibration, save and restore.

By Alfred & Amanda Giovetti

[Too bad it won't let you fast-forward through the cut scenes.]

There are several of those annoying arcade sequences you love to hate. These involve your rescue of a friend, and the end game sequence, in which you knock off a mafia kingpin and businessman whose hobbies include "cat bowling." You automatically get the option to save your game before the arcade sequences. The arcade sequences were not very challenging, but if you lose one several times, the game allows you to make the selection: "I am frustrated. Win the arcade sequence for me."

A strikingly beautiful product, *Dragon* has hundreds of randomly generated animations on each screen. These animation scenes have been digitized from hand renderings, video or computer art. In one scene, live dancers were videotaped. The video images were transferred to the computer and a hand tracing was made over each character's movement to make up a frame of animation. Sound effects and music are as good as any of those from Sierra or Lucasfilm.

Waltzing with Walt

Dynamix developed a completely new development environment to combine Disney-like animation techniques with high resolution microcomputers, calling it the Dynamix Game Development System, and every scene was created by the storyboarding technique invented by Walt Disney. Backgrounds were hand-painted and scanned into the computer in the same way Disney Studios creates backgrounds for animated films.

There are 105 scenes, 26,000 pieces of text and more than 12,500 individual animations. The visual results are stunning. But you need a 386, VGA and a hard disk for the maximum effect. Packaged on seven high density disks with over 8 megabytes of information, it was

developed for super VGA and the power of the 386 and runs slower on 286 computers.

The *Dragon* manuals are quite good, including a brief walkthrough of the first few scenes and a quick reference card summarizing game play. Dynamix also sells a solutions manual. I was unable to discern any copy protection. The game installed smoothly onto the hard drive using the "install" command program from the floppy drive prompt as described in the instructions on the Quick Reference Card.

Conclusions: *Dragon* is an excellent game with state of the art animation and artwork, equally as stunning and beautiful as Future Wars by Delphine Software. The interface is excellent, easy to learn, smooth and versatile enough to satisfy anyone. Its musical score is state of the art. Reservations: the story is too short and easy to solve and it's not recommended for those without a 386 computer. The game is recommended for those who like graphic animated adventure games.

Skill Level: Novice
Protection: manual
Price: $59.95
Company: Dynamix/Sierra

Wonderland: or, Alice in Windowland

*T*he plot of Magnetic Scroll's window-based *Wonderland* is based on the old Lewis Carroll story about Alice, whom you play in the game. Your goal is to escape your dream by solving a series of logic puzzles posed by the Mad Hatter and other dreamworld denizens.

From the minute you enter the rabbit hole to your trial at the Queen of Hearts' palace, you'll witness a nonstop display of windows, windows, and more windows: for a brilliant automap, for icons of all the objects in the room and inventory, for the text and graphics, and more.

Too many windows?

The problem with all these windows is that, novel as they may be, you'll wind up turning most of them off because, despite the "tidy menus" option, litter the screen and often prove less than useful anyway. All you really need to see is the text screen, with an occasional glance at the automap.

Rooms and other locations on the automap are represented with icons, as are the many objects. The innovative automap allows you to click on any location and choose from a sub-menu whether to view its picture (without leaving your current location), or move directly there without stopping in all the intermediate locations.

While the graphics look good in their smaller versions, they lose a lot of detail when you toggle them to their larger size, or use the mouse t o resize them. Spot animation is very smooth.

You can click on the icons to view text descriptions, though the picture

window contains no such interactive graphics. Music and sound effects are scattered about, but the tunes are too stiffly orchestrated for my taste.

The verb menu lists typical words such as examine and get. With a mouse, you can slide down the menu, highlight a verb, then move to the right and see a menu listing things you can use the verb on.

This kind of menu arrangement will be familiar to Amiga gamers. By mixing these menus with some of the best windowing seen in *any* MSDOS program, the Magnetic Scrolls design team created an interface that harnesses the best aspects of the Macintosh and the Amiga look and feel and put it on an IBM. (In fact, they did a better job at windowing on the IBM than Microsoft did with Windows 3.0.)

It is in the puzzles that this game truly shines. Magnetic Scrolls has always excelled in the arena of maddening mindbenders, and *Wonderland* is no exception. Some puzzles are easy, while others are easy to get stuck in. Does the phrase "dead end situation" sound familiar?
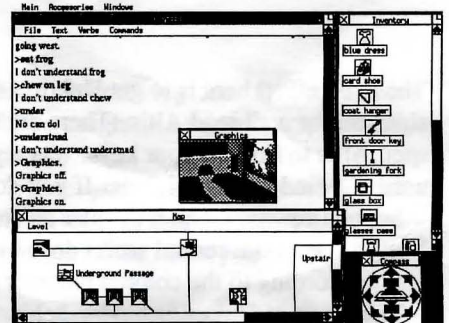
The first "chapter," for instance,

Type: Illustrated Text Adventure
Systems: MSDOS (640K required, hard disk, 8+ MHZ & mouse recommended, joystick optional; EGA, 256-color VGA, Tandy, Hercules, MCGA; Ad-Lib, Roland; hard disk recommended, 5.25" & 3.5" disks in different packages
Planned conversions: Amiga, ST (summer)

takes place inside the rabbit hole, where you are after some keys. Inside a grand piano, the "key in G" can't be obtained until you make yourself small enough to enter the piano. But if you do so before climbing onto the chair, you won't be able to get on the chair and into the piano. And it's quite possible to enter the piano but die because you fail to exit in time. Count on dying a lot before figuring out all the steps necessary to solve major problems.

Top score is an "unreachable 501 points" according to the program, which also tells how many times you've consulted the built-in help feature. The latter is the best such feature I've seen, set up like Windows 3.0's help feature. You can click on menu selections to pick a topic, move back to the previous topic, and so on.

The droll sense of humor that distinguished *The Pawn* is here to stay. It's not as funny as a Meretzky adventure, or as ludicrous as a Lucasfilm quest, but *Wonderland* enjoys an original, distinctive style of humor and prose that will always be appreciated by all adventurers.

Designed for XT-class machines, *Wonderland* runs briskly on ATs anything faster. Don't even think about playing this nine-disk game without a hard disk. Joystick is optional, mouse is recommended, and a brain comes in very handy. It will

By Shay Addams

decompress the graphics to accelerate the action, or, like Origin games, let you opt to conserve disk space by not decompressing them. With CGA, you won't see any graphics at all.
Conclusions: The old-time feel of text adventuring is alive and well in *Wonderland*. Don't be fooled by all the hype you'll hear about the

interface and windows and graphics, and don't buy it for that reason — this is an all-text game designed for the old Infocom crowd, and it's guaranteed to please. I only wish the designers had chosen a more original subject than Alice in Wonderland with which to showcase their new

game system and their latest batch of puzzles.

Difficulty: Hard to maddening
Protection: Keyword from manual
Price: $59.99
Company: Magnetic Scrolls/Mastertronic

Walkthrough: The Dark Heart of Uukrul

This is part three of the solution by C. F. Shaffer, verified and edited by Al C. Giovetti.
Copies of parts one (February) and two (March) are still available as back issues.

Ureal

The main effort here is to get Uukrul's dark heart. East of the sanctuary Ureal is a grate, which is opened by pulling a chain. The signs on the wall read Altis. There are four sets of stairs off the main passage, whrere the four keys are found. You must use the spell Altis to find the four keys. When you get into an area, cast a Lentiis time spell, followed by an Talis spell, then walk around until you find the secret door. If you don't get the four keys, you will have very bad encounters.

Soon afterwards, you will enter an entrance room with three passages out of it; if you have the four keys, use the left passage. You can open the central secret door by using the secret word. The word can be obtained by mapping the area and "connecting the dots" according to the colored hammer marks found on the floor in the area between Ureal and the secret door (the word is "word").

The Heart of Uukrul is hidden behind a room with rotating squares, and you must position them correctly in order to gain access. When you get to the grate guarding the room, go around to the other side and set the levers as follows; Up 1, 3, 4, 5, 8 Down 2, 6, 7. To get the Heart you will need six of the eight stone hearts from the maze. The other you can obtain after you kill Uukrul. If you enter the room go E, S, S, E, E, N, N, W, N, E, E, S, and E. If you don't have six hearts, return to Urtehin when you do. The six hearts go into six clamps to release the Heart of Uukrul.

Urtehln

East of Urtehln is a small but nasty six-level pyramid. Each level is smaller than the one below it. When you enter from Urtehln, you enter a foyer, using a copper ring. Search the east wall, and you will find a secret door enter and get a card of Moving. Give the card of Moving to the magician and enter the ring. You will teleport to the second level.

The second level has four halls, with a room in the center of each. Each room has four doors. Trying all of the combinations of pushing the buttons four combinations per device will get you four keys and the second card. If you are stuck in a room, wave the card in the air, it will return you to the foyer.

Give two cards to the magician and enter the copper circle to teleport to third level. Go to any of the four devices and select option 3, which will send you to the fourth level. Unlock the four doors with the four keys and get two more cards. Give the magician four cards and enter the copper circle to teleport to level 5. Search for a secret door on the the west wall and get the last card. Give the five cards to the magician and enter the copper circle to go to level 6. Go east to the next sanctuary. You will have an encounter with some monks with a Globe of Blood that shows the past. Avoid these monks if you can. Keep the cards of Moving, which you will need later. (They may only be used by the magician.)

Urzhut

This area, east of Urzhut, is a large region. You will be far from safety most of the time. As you leave Urtehln, you pass through passages of red, wet clay, and several times the clay will clog up the passage after you pass. Just before the Control rooms is a secret door providing a way back to the area before the clay.

The control rooms have been vandalized by Uukrul. Go to the northern Control room and search out a secret door to receive a key. Go to the main control room and use the key to open the grate. Set the turbine gates so that A and B are closed and C is open. Go to the carriage control panel and type Striya to bring the carriage to you. Go to the eastern alcove in the room north of the grate and find the secret door to the teleporter. Push teleporter button 2 or 3 to get to the second teleporter. At the second teleporter, push button 4 to get to the third teleporter. At the third teleporter push button 5 to get to the fourth teleporter. Take the hole down. Take the second hole down. Find the secret door. Mara will give you the password "darnuth."

You will have to fight a demon to get the Obsidian Hammer, needed to kill Uukrul. It is broken and must be fixed at the Forge in the marketplace. To get back to the teleporters, return to level three by typing 3, then look for a secret door in the SW corner to get to 2 at 2. Type 1 to get back to teleporter 1. Enter the carriage, which will take you across the river to the other terminal. As you leave the eastern terminal you have a fire demon to fight. Use Water Elemental to help. Go east to Urqol.

Urqol

Before getting started, teleport back to Borasal to get the hammer repaired. Then go to Melas to get another Medal of Escape, and to Sargaris to get things Identified. Urqol is a very closely packed region in the shape of a cube 7 X 7 squares in length and width, and 7 levels high. When you enter, go to the NW corner, step on a plate and use it to transport to the SE corner of the 7th floor. Go through the north door, down through the hole to 6th level; go east, then north, jump over the hole, then go north, then west.

Stop and type 2-1-3 to open doors on the 5th level, then go south and east to hole and jump across to the east. Use the trap to reach the 5th level. Go east and south up through a hole in the ceiling to the 6th level. Go to next hole in ceiling up to 7th level. Go north to grate; if you have key, use it. Otherwise use access code "qolaris" .

If you need another heart and the key, drop through the hole you are jumping across on the 6th level after tripping the levers. On level 5, go to the NE hole and down to get the heart. Come back up go through the trap to fourth level. Go south to get the key. You can use the teleporter C to get to A on the 2nd Level. You can then go to the Plate in the NW corner of level 1 and back to level 7. Note: you must fight the necromancer, or he will make the heart vanish. To understand the teleporters, note that each teleporter will take you to two different places. A map in next month's issue will clarify the routes.

Urqastur

East from Urqastur is a difficult region just before the Palace. This region is the dwelling place of Uukrul's legions. Get out of here as soon as possible. Soon after arriving, you will be trapped into a fight with a devil. You will be caught in a teleport trap, which will teleport you to an area with a teleporter and a black slab. The slab contains a heart, which you need.

When you take the heart, a devil appears. After defeating the devil, you will get a key that will let you through to the teleporter. At the teleporter, push button X and you will be teleported back where you started. Look for a secret door in the Service area, where you will find enchanted plate armor. To get back to Urqaster, you can use a secret door north of the room you arrive in. You must use the teleporters to get to the service area and Hearthall.

There are acrostic puzzles around the walls. Use the first letter of each word in the first puzzle, the second letter of each word in the second, puzzle and so on. First inspect runes; each letter is given however taken. The second may break stone,as its words unveils secrets. Like prayers, your strong third sign allows past mysteries. Though thou seekest four, thou failest: "firelight," "heartstone," "kauriglass," and "uukrul" When you reach Hearthall, you will discover a center room shaped like a hammer. Walk counter-clockwise around this room, and you will be jolted inside. Use the above words on the four secret doors, and behind the last door you will find a heart.

Uroqlamn

Just east of Uroqlamn is a very complex and small area that contains the codes needed to set the beacon and fight Uukrul. This is the great Palace of Adron, now the domain of Uukrul. Just east of the sanctuary, you will go through a secret door into a room hung with tapestries. The room has six squares inlaid with silver stars. You fight some necromancers and win Adron's Die. Next to the real door is a secret door, which leads to a control panel: type 3 six times, then type 2. Go back into the silver star room. The silver stars will be twinkling.

Go to the square with three twinkling stars. Casting Adron's Die will teleport you to a large cavern. Watch out for black runes, which can damage your party. Go east ,then north to meet Sagaris. Sagaris will lead you to a secret area containing two teleporter units. One is called suraqis , and the other has four buttons: 1, 2, 3 and *. Pushing button 1 will take you to the code machine, which will give you the codes for the beacon. The code machines requires three inputs: the Code, the Command and the Key. Codes are north vgak, east xbhw, south lfpw, and west bpkq. The commands are: north (divide), east (add), south (subtract) and west (multiply). The keys are north 6, east 72, south 18 and west 5. The code machine will then give you the beacon activating codes. The becaon activating codes are north 1231, east 3144, south 1344, and west 3325.

To activate the beacon, use the five star device to get to the arming control area. Then go E, E, N, S, W, N, E and E to get to the arming mechanism. Enter the numbers. If you are challenged by Gargoyles to answer riddles, you must answer correctly. The answers are: Two fates were joined when I was forged (hammer); three hands hold the beacon (sagaris); four Gods are joined in my supreme will (priest); five of the Arcana are now in my hand (magician).

From the Hall of Pillars, two passages going east lead to Uukrul's Throne Room. They are guarded by Phoenixes who ask riddles: I am one of the darkness, once of the light (uukrul); six faces are bound in my solitary form (adron); pity poor Areth, the last of the fools (I will rule). Save the game. Now you must fight Uukrul, who can vanish at will. Give the Hammer to your warrior. Give the obsidian heart to another character. As soon as you get close to Uukrul, smash the heart to the ground. He must stay and fight. Call an Fire Elemental and box Uukrul in a corner to kill him. Cast a Resentel spell to prevent magical damage. On the west wall are two secret doors. One has a code book, the other a stone heart. You can plunder his treasury, but instead go on to Urxaszel.

Next Month: Urxaszel and Sagaris' Final Mission! Plus maps!

PowerMonger

Like *Populous*, *PowerMonger* is a sort of fantasy wargame that pits You against Them in a struggle to conquer the world. Unlike in *Populous*, you do not have divine powers on your side this time. You have only your own natural ability as general and quartermaster.

The game also enjoys plenty of flash, dazzle and replay value. Animation is excellent, the digitized sounds are amazing and the color is vivid. It's a real-time challenge of incredible depth. Terrain, weather, logistics, morale — anything that can be construed as a military problem is represented in *PowerMonger*.

Not only that, but the inhabitants of this world have personality and character: every person you see has a name, age, occupation and allegiance. To learn these facts, you just highlight the question mark on the command bar, then point and click at something on the screen.

Also like its predecessor, *PowerMonger* is undoubtedly a better game in its multi-player interactive mode and should be a good tournament game for computer

Type: Exotic Hybrid
Systems: Amiga, ST (512K)
Planned conversions: IBM

game competitions. If you can get on-line with one or two of your friends, you will not only have a better chance to win, but the game will be more enjoyable. There is even a voice modem option available, which enables you to talk with your opponents while beating them into the Stone Age.

Maps all over the screen

It is a hard game to adequately describe. The game screen consists of at least four distinct areas: the strategic map, the tactical map where the action takes place, the command bars at the base of the tactical map, and the large warcaptain icons — all integrated into a single display. One awkward feature is that the tactical map with the animated figures shows a tiny portion of the countryside.

Though you can rotate the tactical map to show it from any angle, you cannot follow the action of your troops if they move off the piece of land you are viewing unless you go over to the strategic map and click on a new location.

I would very much like to understand the algorithms used for generating and displaying these three-dimensional map/playing fields, as it must have been quite a technical achievement for the programmers.

It gave me a curious feeling of being in three places at the same time. I felt like I was sitting at the computer keyboard, standing over a miniatures battlefield, and in the midst of a fantasy world countryside- — the first game to ever give me a feeling of tri-location. In addition to the lovely 3-D world of hills, lakes, oceans, forests and plains, the colors used to paint them all on screen were very well chosen and also pleasing to behold.

If you are playing against the computer, which seems to have superb AI for your opponents, there are 195 world segments for you to conquer in a sort of never-ending campaign. Each segment should take no more than an hour or two, but that would still keep a gamer busy for 200 to 500 hours.

The most difficult segment, and the one that gives you ultimate dominion over the whole world, is in the lower right corner of the world map. I don't expect to ever even *see* that province.

You may save the game or pause it at any point, so you don't have to do it all in one sitting. Remember, this is a real-time game: you can't sit there and think, or stop for lunch, without returning to find out you've already lost the game. After the first two world segments, intentionally made very easy so you can learn the ropes, the business of conquering the world gets tough fast.

I've tried a dozen other segments and lost every one, sometimes quickly, sometimes after more than an hour of struggle. Just when you think you've got things under control, winter comes along, your army starves, and the next thing you know you're down to a warcaptain and two

or three minions. Usually that's a prelude to winding up dead.

However, if defeated, you at least get a grim and gruesome picture of a soldier dying in agony, along with the defeat message. They don't just fade to black and leave you hanging. I like that sense of completeness and closure in a game design.

A class by itself

PowerMonger isn't quite role-
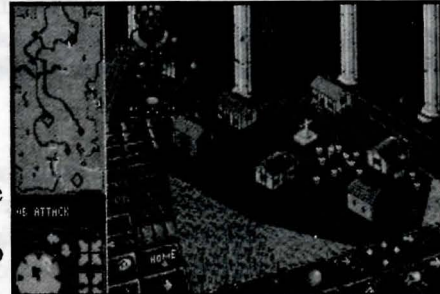
Power-packed with an abundance of maps, 3-D displays and icons

playing, or wargaming, or arcade action gaming, or adventure gaming. RPG aspects include the obvious combat, ability to enlist captains and issue orders to them, and the interactive nature of the simulated world and its inhabitants.

Along with *Populous*, it falls into, or actually defines, a class all its own. With the emphasis on real-time play, the god-like perspective of being able to jump around and look at any part of the world at will, and the obvious passage of time, movement of animals, and sense of purpose for the citizens, *PowerMonger* approaches a sort of virtual reality on your computer screen.

Conclusions: On a moral level I'm somewhat appalled by the glee with which the game figures go about their business of slaughter, as well as by the designers' attitude toward the world, which seems cheerfully vicious. And for reasons I can't really figure out, I like *Populous* better.

Still, there is no doubt, that *PowerMonger* is superbly crafted entertainment for anyone who enjoys wargaming, or who ever thought of conquering the world. It may even teach you something about the economics of conquest. Highly recommended.

Difficulty level: Medium to advanced, to extremely difficult.
Protection: in manual
Price: $49.95

By Ken St. Andre

Keys to the Kingdoms

Bane of ye Cosmic Forge
Silver Key: bring Snoopcheri to L'Montes in the tower to get key. To find Snoop, use rotten cheese in front of small hole in room with graffiti on barracks level of the castle. **To cross dungeon gorge:** take Silver Key to Captain's Den. Use password "skeleton crew." You need about 500 gold pieces to drink the tavernkeeper unconscious. Open Grate to get Steel Hook. Use Book of Ramm for instructions to open trap door in temple. Cast preparatory spells to improve offense and defense. Press Goat, Goat, Orb, Staff, Orb. Nasty fight with snake follows.
This gives you access to **Dungeon area.** To reenter Castle, you must find Dungeon Key and Bell Key. Take Bell Key to Belfry to open locked door and get Heavy Rope. Merge rope with Steel Hook to get Rope and Hook. Use Rope and Hook to cross gorge in Dungeon. Note that battles on other side are much more dangerous. Save and rest often.
  Joe Maddigan

The Pyramid: get the Bone Key from the teleporting treasure chest. Use something sticky (you'll find it in the pyramid after killing a monster) to get the chest. To open the door to the area with the teleporting chest, you must push a button behind a secret door. Make sure you get the right once, since there are several buttons in the pyramid that do nothing. Find an empty sack in one of the chests. Fill it with sand, found in a dead end corridor in lowest level of pyramid. The **Bone Key** will open two gates in the pyramid. Be sure to find all the buttons along the walls in this area. Explore the pits here too. One near the end of the hall will have something important in it. Again, find all buttons to open the gate and disarm traps.
Shrine and Idol: There is a well-protected shrine in this area. Use bag of sand (as in *Indiana Jones*) at the shrine to get the Idol. Use the Idol to open gate at other end of pyramid. Don't kill the Amazulu Queen. Give here a gift (anything), and you'll be able to talk to the High Priestess. Buy foot powder from her.
  R. T. Vicedomini

To break the diamond: Use miner's chisel on all four sides, then go to SW corner and search there till you find the fault line. Use chisel and, if necessary, the pick, to break the barrier. At Altar, press symbols in this order: 2nd, 2nd, 1st, 3rd, 1st. **To kill vampire:** you need silver cross (from the Queen), holy water (Monk's bodz behind secret door in enchanted forest), holy stakes (on ship) and rocks of reflection to keep your guys from being hypnotized (break the mirror rock in the enchanted forest with your pick). The security code at the end: The Hand of Destiny.
  K. G. Steinbeck

Ultima VI: C-64
At the beginning, give the Swamp Boots to the Avatar. When the other party members are off-screen, have him walk across any barriers of swamp. Keep walking, and they'll soon reappear with him. This also works with magic barriers.
To activate Iolo's cheat menu in this version and teleport anywhere, press RUN/STOP and F7 simultaneously. [Back up your saved game before using the cheats.]
  Neil Lalonde

Legend of Faergaile
Money: you can get extra money by selling the Amulet, disbanding the party, rebooting and leaving the city. It's worth 800 gold.
  Al Giovetti

The Mines: you needs lots of Provisions. In the City, rest to get 84 rations. Give them to one character, dismiss him, rest again and again and again, each time with a character missing, and you'll have 336 rations. **Western Section:** you can get here by using lower right-hand corner exit from Wilderness; enter, then twist back, and you'll be there. **Pyramid:** the game may freeze up here, so have at least three saved games so you can reboot. **Elf Guard:** you can get past Elf at pyramid by using names of page 16 of book, but he'll always tell you the name Findail is wrong. He will ask another question, and you can then pass if you answer correctly. **Manual corrections:** the correct interface commands are O to save game, U to use object, C to use spell, F to use Smith to repair weapons, P to open door, and S to pause game, all from the keyboard only.
  C. F. Shaffer

James Bond: Stealth Affair
The Contact: In garden, put cursor arrow on bench. (Bond must be standing next to bench.) Hit "Enter" till he sits down. Use carnation on Bond. Leave quickly. **The Cave:** Operate ground. Operate metal. Operate pickaxe on east-central wall. **The Grotto:** Swim down, east, up, save. Repeat. **The Bracelet:** You'll need some change. **What Now?:** Hotel. Stairs. Third floor. Far right. Enter room. **Underwater:** Before leaving boat, operate bracelet. When on bottom, operate again. Swim to girl. Operate girl. Hit "+" key (fast).
  F. J. Philipp

Spellcasting 101
Fort Blackwand: Cast Goberduna on monster. E. Gub leaning tree. Zem me. S. Attack dragon with sword. Cast vai on ivy. Climb ivy. Raise lever. Remove chains. Open trap door. D. Cast kabbul on Art. Stop on gold x. Art, step on silver x. Lola, step on bronze x. W. Get purse. Open purse. Get flamethrower. Give popular book to Joey. Blubba. Burn spell book. Open box.
  Bruce A. Smith

King's Quest 5
The forest and town: give the gold heart to the willow. Take the harp after she leaves. Give spinning wheel to the gnome. Go to hay stack, where ants will help you find golden needle. While passing the bakery on the way back to town, you want to throw the boot at the cat before he catches the rat.
In town: give golden needle to the tailor. Give marionette to the toymaker. Give shoes to the cobbler. Now you can safely go to the Inn. The rat will help you. Take the rope with you, use the hammer to break the lock on the door. In the **pantry**, use hammer to break the lock on the door. Leave to the left, out the back door, and go to the gypsy camp and get the tambourine. Go to snake nearby Crispin's house, use tambourine, and you're into the mountains.
  Paul Robichaud

End game: wait in library till Mordack falls asleep. Go into his bedroom and take his magic wand. Go to library and put wand on left

side of machine. Put your wand on right side. Activate machine by putting cheese in it. Use magic spells to kill Mordack, starting with Lion spell.

Kyriakos Drymonis

Rise of the Dragon
City Hall: show ID to Karyn. Show card to Karyn (Chen's). Show note to Karyn. Give drug to Karyn. Exit. Go to warehouse. Enter alley. Enter boarded door. Talk to old man. Ask how to prepare for final battle. Show note to old man. Get stone. Get book. Get cookie. Get bullet-proof vest. Exit. Go to Johnny Quong's.

Andrew Escolar

Tunnels & Trolls
Don't abandon dead characters you've worked hard to develop. They can be resurrected by taking a ship to K-6 on map section C-2. Go NE one, N nine, W twelve, decline fight, N three. Accept passage to Chasara and pay 20 GP, Enter Goloe's Temple, go to H-4 for resurrection, then swim to N-7 to restore points. Watch you CON points in the desert, and rest if they fall too low. Once you're familiar with this sequence, it's faster to accept victory in a battle that kills one of your characters, then resurrect him at the Temple, than to try several times to win a difficult battle without losing anyone.

Joe Maddigan

Free experience: for lots of it, get Red Ogre Amulet by helping Ogre south of Khost. Then climb into mountains at F-3 on map L-12, walk south ("ouch" you won't move or use time/food) as you find and Orc outpost. Sneak by for about 100 experience points each. Repeat. Sewers on level two, map F-9 (City of Gull) have secret door to B-12 for info on second secret door to tomb at B-6 for treasure. Spider Cult at E-2, B-13, and Dragon is at D-2, K-10. Dragon's name is Nepenthes, but you must speak his language.

Roger Lawter

Savage Empire
Two powerful characters are Kystaa and Ugyuk. Kystaa is in Sakkhra Caves, Ugyuk in Haakur Caves. Shamaru is north of Barako Village and will also join., To get Krukk's Shield, go to NW corner of Spider's Cave. To free Statue of Fabozz, use Jimmy's camera. To get 10 obsidian swords for Apaton, chief of Yolaru, go to west end of Nahuatla town and enter prison. Go into room at SW

corner of building, where you'll find a wide assortment of weapons.

Jason Burkholder

The Immortal
Level 3: climb down top ladder and wait for troll to kill goblin. After he does, kill troll and get Protean Ring. Go down ladder in room and put on Ring. Walk behind goblin guarding chest and take chest's inventory. Don't stand in front of goblin, or he will attack. Go back up the two ladders, then climb down the bottom ladder. Get scroll out of the chest and Fireball the troll. Search dead troll for knife, then enter door on right. Go to right and up ladder. **In Spike Room:** go to center of room, walk straight toward torch, then over to ladder. As soon as you climb down, throw knife. Enter a door and use bombs on two trolls. Get potion, go through door to left. Use remaining Fireball on troll, sleep, then put gem in flames when they turn purple.

Lance Celli

Lord of the Rings
Shire: there's a blade fragment in SW cave. The broken wing blade fragment is in the Weathertop ruins (climb in at stream). To get it, you need the Spider Sword from Wittydindle's Cave, just south of Bondabil's house on left side of waterfall. Just to north of waterfall is an oak tree where you can get a red acorn to trade to Ruddy Oak (just west of B's house) to have him join the party. You don't have to complete the quests to win the game, though. Once you get word Mellor at Rivendell, use it to enter Moria.

Bill Borre

Bard's Tale III
Good characters are a Paladin, Thief, Bard, two Conjurers, Magician and a Warrior. Go to temple in middle of city, talk to priest and say Tarjan. Fight monsters till characters are tenth level. Don't bother searching dungeon. When Magic Users gain all their spell levels, it's time to change their class. Instead of picking a new class, make them both Conjurers. This way they'll gain hit and spell points quickly. Now say Chaos to the priest

Chris Larson

Altered Destiny
Crossroads: drop sphere and sword, go E, W, S, E, E, S, W to bottom of hill. Take leaf. Go E, N, W to Cliff Edge. Go to hammock and sleep. Dream. When you see boiling pits,

wake up. Push rocks, climb down. Move to right tree and cut right tree with axe. Do same for left tree. Use trees to walk across pits. Take picture. Walk to creature. Give picture to Kaylef. Take mirror. Climb up. Sleep. When you see trees, wake up. Return to crossroads. W, N, E to Tree Base. Go to vine wall. "Climb wall." S, drop cage, set trap, bait cage with jar (from Tentro's). Wait till bird is caught, then take cage. E, take shell. W, N, walk into Still Pool. Fill shell with water. Climb down.

Eric Curtis

Buck Rogers
To gain **unlimited experience points** in the MSDOS version, make a back-up copy of your saved games on another, then try this with your originals. Whenever you get an experience point bonus, such as after returning to HQ with the secret machine, load your last saved game just before entering HQ. Now enter and save game B as game A. Enter HQ and save game B. Quit. Delete all CHRDATA files and rename the CHRDATB files CHRDATA. Now restore game A and repeat.

K. G. Steinbeck

Combat robots are tough, especially if you're low on firepower. Equip one character with Chaff Grenades, the other five with Needle Guns. The Grenades will keep a robot from using its heavy firepower, and Needle Guns always damage them. (They're often immune to Lasers and Rockets.) Don't risk space battles: the only one you have to fight is when you land on Mars. Gradivus Mons is located on Mars itself. **To get a Plasma Throwe:** help the Desert Runners on Mars, fight against RAM and then take the secret exit/trap door out of town.
Prisoner near Thule: if you plan on helping him, have plenty of Rocket Launchers and Plasma Throwers handy. **On Mariposa**, you need all three coins to visit the Sun King. After getting in, answer yes to all his questions, or you'll never make it to the Doomsday Device.

T. P. Repke

Swap Shop

Apple

Sell/trade: M&M1*, $18. Bard 2*, $15. Tim Prokott, 849 SE 23rd Ave, Minneapolis MN 55414

100+ games to sell, $10 @: Wizardry 1-4, Bard 1-3, Bronze Dragon, etc. Douglas Adair, 3833 Cologne, Austin TX 78727

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$9 @: Beyond Zork, Breakers, Caves of Olympus, Critical Mass, Crystal Caverns, Earthly Delights, Apshai Trilogy, Transylvania, Zork 3. Byron Blystone, POB 1313, Snohomish WA 98290

Mac: will buy The Mist, Lurking Horror, Moonmist, The Lurking Moonmist, The Witness, Beyond Zork, Stationfall, Enchanter, Sorcerer, Seastalker, Bureaucracy, Plundered Hearts, Starcross, Zork 2, Border Zone, Hollywood Hijinx. Steven Ghislen, 1523 E Valley Pkwy #208, Escondido CA 92027

Amiga

$15 @, Faery Tale, Journey. $12 @: Bard 2 w/maps, Roadwar 2000, Barbarian, Spellbreaker*. $10: Suspended. $9: Sinbad & Throne of Falcon. Send SASE for more. Tim Prokott, 849 SE 23rd Ave, Minneapolis MN 55414

King's Quest 1, 2, 3. $30 @, all for $45. Ron Mucerino, 298 Brighton Ave, Staten Island NY 10301

Buck Rogers*, Drakkhen*, Immortal, Hero's Quest, Ultima 4, Paladin, Hillsfar. $15 @ or trade. P. Matta, 73 Basswood Rd, Farmington CT 06032

Elvira, $20 plus shipping. Arthur, $10 + shipping. Carl Akers, 701 S. MacArthur, Springfield IL 62704

Commodore 64

Selling all C-64 software. Send SASE for list. Want Elite for C-64. Tommy

Earnest, 2465 Plum Creek Rd, Christiansburg VA 24073

Sell only, $15 @: Wasteland*, M & M, Pool of Rad, Battletech 1, Deathlord. $20 @: Centauri Alliance, M & M 2, Bard 3*, Ultima 4*, Dragon Wars. Unopened Bard 3, $25. C-64 system with many peripherals also for sale. Frank Skunicki Jr, 8820 S. 49th Ct, Oak Lawn IL 60453-1336

MSDOS & Questalikes

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Sell only: $25 @, Fellowship of Ring, Magic Candle. $20 @: War in Middle Earth, Hillsfar, DM Assistant # 1. $15 @: Wizard's Crown, Roadwar Europa, Phantasie. Legacy of Ancients, $10. Apshai Trilogy, $5. Gary Bird, 54 Southdale Ave, Daly City 94015

Trade/sell: M&M 1, 5.25", $15. M&M2, 3.5", $20. Hero's Quest 1, 5.25", $25. 5.25" Wizardry 1 and 2, $10 @, and Wiz 3, $15. Erik Kurlanska, RWC Box #4, Bristol RI 02809

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5.25", $19 @: Spellcasting 101, Wonderland. $12 @, Curse, Hero's Quest, King's Quest 4. $4, Sinbad. Richard Gonnello, 702 Bloomfield Ave, Nutley NJ 07110

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Sell/trade, 5.25", $18 @: Dragon Wars*, Fountain of Dreams*, King's Quest 4*. $25 @: Ultima 6, Bane of Cosmic Forge. Richard Tuttle, 14927 12 Mile # 9, Warren MI 48093

Sell only, 5.25", $15 @: Wizard Wars, Captain Blood, Stellar Crusade, Wasteland, Last Ninja. Arthur Encarnation, 7407 N 34th St, Omaha NE 68117

Trade: Bane of Forge, Buck Rogers, Silver Blades. Want, and will buy, Quest for Glory 2, Keef the Thief, Elvira, Eye of Beholder. K G. Steinbeck, Mobay Corp., 8400 Hawthorn Rd, Kansas City MO 64120-0013

Will buy all Infocoms (esp. Zork Zero), Spellcasting 101, Eye of Beholder, King's Quest 5 VGA, Buck Rogers, Savage Empire, Dragon Strike. All disk formats. Brian James, 7111 Albion St, Littleton CO 80122

5.25", sell only: Bane of Forge, Hard Nova, $25 @. Postpaid. Richard Robillard, 52 S Main St, Baldwinville MA 01436

3.5" only for trade: Ultima 6, Silver Blades, King's Quest 5, Rise of Dragon, Spellcasting 101, Keef the Thief, Hero's Quest, Quest for Glory 2, Savage Empire. Want Lord of Rings, Eye of Beholder, Magic Candle. Tom Page, 96 Haddon Pl, Upper Montclair NJ 07043

$5 @: 7 Cities of Gold, Adventure Construction, Below the Root. $10 @: Black Cauldron, Visions of Aftermath. Send SASE for list. Kevin Pelow, 6006 Bonsels Pkwy, Toldeo OH 43617-1022

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ST

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